Google scholar | (real-time or "real time" or realtime) and event | Search

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Results **1 - 99** of **99**. (0.25 sec)

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eDrilling used on Ekofisk for **Real-Time** Drilling Supervision, Simulation, 3D ...
R Rommetveit, KS Bjorkevoll, S Odegaard, M ... - Intelligent Energy ..., 2008 - onepetro.org
... Drilling Bit passing Casing shoe 2D view showing **RealTime** Simulator results, diagnosis icons
and Forward ... like gain, loss, poor hole cleaning, getting stuck, instable wellbore, etc., before the
events are actually ... We think that through the use of rig data in **real time**, one can take a ...
Cited by 4 - Related articles

Run-time support for heterogeneous multitasking on reconfigurable SoCs
T Marescaux, V Nollet, JY Mignolet, A Bartic, W ... - Integration, the VLSI ..., 2004 - Elsevier
... This is a call-back function that allows the computing resource to **signal** exceptions to the ...
Furthermore, the computing unit descriptor allows the OS to **monitor** the state of the computing ...
assigns tasks to computing resources in response to timer ticks and external **events** (eg user ...
Cited by 35 - Related articles - All 6 versions

[PDF] CoRoBa, a multi mobile robot control and simulation framework
E Colon, H Sahli, Y Baudoin - International Journal of ..., 2006 - hum.i-techonline.com
... Hierarchical Control Pattern uses two types of interfaces: control interfaces that **monitor** and control ...
This pattern has many advantages and is supported by virtually all **real-time** operating systems. ...
server and finally forwards the kinematics information via the output **event** channel ...
Cited by 12 - Related articles - View as HTML - All 6 versions

i-techonline.com [PDF]

[PDF] 3d game engines as a new reality
D Johnston - Proceedings of the 4th Annual CM316 Conference on ... - Citeseer
... area within the GW, or to use digital sound processing (DSP) on particular **events**. ... segregation
to maintain performance, but shows that such a large- scale, **real-time** complex world ... Commercial
virtual reality systems commonly use gloves or laser systems to **monitor** the position ...
Cited by 5 - Related articles - View as HTML - All 3 versions

psu.edu [PDF]

[PDF] Distributed **real-time** vehicle validation
M Nybacka, T Larsson, M Johanson, P Törlind - proceedings of IDETC/CIE, 2006 - alkit.se
... Changing colors of parts when special **events** occur, eg when systems fail or when the brakes ...
and communication Matlab/Simulink is used as the communication interface between
ADAMS/Car **RealTime**, the visualization tool AgentFX™ and the **real-time** data input ...
Cited by 3 - Related articles - View as HTML - All 2 versions

alkit.se [PDF]

Automatic **Real-Time** Drilling Supervision, Simulation, 3D Visualization, and ...
R Rommetveit, KS Bjorkevoll, S Odegaard, M ... - IADC/SPE Drilling ..., 2008 - onepetro.org
... is easy access to very advanced modeling for drilling crew and experts who **monitor** operations
from ... of a more automatic diagnosis system, which combines results from modeling and **real time**
data to give early warnings on and reliable interpretation of unwanted **events**. ...
Cited by 2 - Related articles

[PDF] Reflection Models in **Real-Time** Graphics   psu.edu [PDF]
JJ Kainulainen - 2003 - Citeseer
... Figure 21: Single scattering component: a single scattering **event** has occurred. ....37 ... This thesis
concentrates on **real-time** graphics. By **real-time** we mean the capability to ... It is also argued that
this is not enough and nowadays, on a computer **monitor**, a more sufficient ...
Cited by 1 - Related articles - View as HTML - All 3 versions

[PDF] Using Computer Vision to Enhance Existing Knowledge of an Environment   psu.edu [PDF]
TA Meyer - CIRAS, Singapore, 2003 - Citeseer
... desktop computers, the versatility of synthetic characters is now within the range of **real-time** stage
performances. ... The stage that the vision system must **monitor** has an area ten metres wide by
five ... In addition, in this particular domain, it is likely that most **events** of interest will ...
Cited by 1 - Related articles - View as HTML - All 2 versions

[PDF] Synthetic movies for computer vision applications   psu.edu [PDF]
A Santuari, O Lanz, R Brunelli - Proceedings of the 3rd IASTED International ... - Citeseer
... ABSTRACT This paper presents a **real time** graphical simulator based on a client-server ...
surveillance systems based on distributed multi camera systems for museum **monitor**- ing. ...
Furthermore, the impact of local **events** (such as overcrowding) on group trajectories cannot be ...
Cited by 8 - Related articles - View as HTML - All 11 versions

[PDF] **Real-time**, 3D visualization drilling supervision system targets ECD, ...   drillingcontractor.org [PDF]
RT MODELING - drillingcontractor.org
... Figure 1: eDrilling uses all available **real-time** drilling data to **monitor** and optimize the ... rate
estimated pore pressure profile, the system would give early warnings on these **events**. ... The
availability of **real time**-enabled advanced models and methods prepare the way for much a ...
Related articles - View as HTML

Method and apparatus for **real-time** video editing using a graphics processor
L Trottier, M St-Pierre, A Laframboise, J ... - US Patent ..., 2004 - Google Patents
... frames and reducing an amount of video effect processing, so as to maintain **realtime** output from ...
video data storage 31, The codec 12 insures that the video streams are **real-time** video streams. ...
A service routine is called and a system **event** is signalled when the interruption is ...
Related articles - All 2 versions

Processing **real-time** command information

AE Gruber, SL Morein - US Patent App. 10/791,519, 2004 - Google Patents
... 22,2005 Sheet 2 of 6 US 2005/0210172 AI 160 166 **REALTIME EVENT** COMMAND BUFFER ...
The **real time event** engines, 174 and 176, **monitor** for a specific **real time event**. The **event signals**
184a-184/represent various **events** occur- ring within the system, for example timing ...
All 2 versions

[PDF] ... Scan Data for Use as Avatars in **Real-Time** Networked Virtual Environments   movesinstitute.org [PDF]
JA Dutton - 2001 - movesinstitute.org
... be controlled via pre-scripted movements, such as the VRML H-Anim specification [Ref. 6], or
made to shadow the controlling person's movement via **real-time** motion capture [Ref. ... The
application could **monitor** their swing, and point out weaknesses and areas of improvement. ...
View as HTML - All 11 versions

Method and apparatus for storage and distribution of real estate related data
TM Harris, DV Baker, ST Refsland - US Patent App. 11/267,042, 2005 - Google Patents
... interconnected hardware modules or devices with related control and data **signals** communicated
between ... estate property and GeoPoint information can be available on demand in **real-time** via
a ... In the **event** that web services become available to access MLS data, streamlined ...
All 2 versions

System, method, software arrangement and computer-accessible medium for ...
S Rosenthal, C Bregler, C Castiglia, J De ... - US Patent App. 11/ ..., 2006 - Google Patents
... The state data may be obtained in **real time**. [0009] In certain exemplary embodiments of the
present invention, game-related **events** can be obtained from the monitoring data and provided
to applications which may include entertainment experiences. ...
All 2 versions

Research on the Framework of the Crane's Virtual Design System and Its Key ...
W Guoqian, T Qiuhua, C ... - ... on Robotics and ..., 2006 - doi.ieeecomputersociety.org
... 3D computer graphics, image processing, sound, network, **real-time** control, and so on[1]. With
VR technology, a user- friendly interface can be created for ... Superior observers and callbacks
to retrieve BS Contact **signals** and resume ... Extensions to VRML97 **events** to retrieve ...
Related articles - All 2 versions

Flexible video editing architecture with software video effect filter components
L Trottier, M St-Pierre, A Laframboise, J ... - US Patent ..., 2004 - Google Patents
... at least two video inputs of the graphics processor when the apparatus is operating in a **realtime**
video editing ... The codec 12 insures that the video streams are **real-time** video streams. ... A service
routine is called and a system **event** is signalled when the interruption is generated. ...
Related articles - All 2 versions

[PDF] VoIP Immersive 3D Monitoring and Management   googlecode.com [PDF]
C Javier, A Huebner - lams-ah-cj.googlecode.com
... and graph functions are used to **monitor** the state of a CISCO VoIP system. ... telephony system. The

virtual world will change and react in **real time** to the activities of ... Network administrators will be
alerted to **events** in the telephony system through highly-visible activity ...
Related articles - View as HTML

Integrating the Wii controller with enJine: 3D interfaces extending the frontiers of a ...

J Bernardes, R Nakamura, D Calife, D ... - ... in Entertainment (CIE ..., 2009 - portal.acm.org
... seen directly or captured in video, and virtual elements in a scene interactively and in **real time**,
with 3D ... Actually, Cabral's system uses 2D trajectories while WiiMote can **monitor** 3D motion ... a
virtual reality glove, for instance, could be used to generate a mouse button press **event**. ...
Cited by 1 - Related articles

Initial lessons from AR Façade, an interactive augmented reality drama

psu.edu [PDF]

S Dow, M Mehta, A Lausier, B MacIntyre, ... - Proceedings of the ..., 2006 - portal.acm.org
... Like contemporary games, Façade is set in a simulated world with **real-time** 3D animation and ...
tension, crisis, climax, and denouement, independent of the details of exactly what **events** occur
in any ... visitors simply trailed behind the current player to see the laptop **monitor** on his ...
Cited by 10 - Related articles - All 16 versions

[PDF] Models and basic animations for characters

uva.nl [PDF]

E André, R Bühling, N Bee, M Wissner, M Häring - hcs.science.uva.nl
... As the DynaLearn development addresses both with the Horde3D **real-time** client and the Flash
based animation ... can also be exported to the Horde3D engine and used to animate the avatars
in **realtime**. ... Animations of this type show an actual act and displays **events** or activities ...
Related articles - View as HTML

[PDF] Trialogue: A Communication among Nature, Humans, and Virtual Life

stanford.edu [PDF]

Z Lee, J Chang - ccrma.stanford.edu
... Each subject conducts an artistic **event** by producing music or images. ... The sounds are dynamically
changed in **real-time** according to the interactions among the three beings. ... Hau Simulator outputs
the words on one **monitor** placed on one side of Au's fish bowl, too. ...
Related articles - All 5 versions

[PDF] FC Portugal-High-level Coordination Methodologies in Soccer Robotics

i-techonline.com [PDF]

N Lau, LP Reis - Robotic Soccer - ars.i-techonline.com
... or load variations among the machines – SPADES ensure that the **events** are processed ... included
in this setup (Vision Based Self Localization, Data Fusion, **Real-Time** Control; Decision ... responsible
for controlling the socket connections with the clients, the **monitor**, the camera ...
Cited by 1 - Related articles - View as HTML - All 4 versions

[PDF] DVRMedia2 Virtual Reality Advanced Editor For Crowded Worlds

udg.mx [PDF]

MEZ Villa - dti.cucea.udg.mx
... 18], that allows loading in the environment, hundreds towns of synthetic personages in **real time**,
or the ... controlled by different users, who obviously react differently to any actions and **event**
developed in ... dots of color, called the raster, which can be viewed on a **monitor**, paper or ...

Related articles - View as HTML - All 2 versions

[PDF] Ambient Intelligence on the Dance Floor   magyweb.net [PDF]

MS El-Nasr, T Vasilakos - magyweb.net
... body to drive music and media **events** is not new in the contemporary performing arts addressing ...
They used motion capture to animate the character in **real-time**. ... wearable body **monitor** that
enables continuous collection of low-level physiological data, including heat flux, skin ...
Related articles - View as HTML - All 3 versions

[PDF] Distributed Graphical Engine for the "Soundscape" Immersive Environment   epierre.ca [PDF]

J Cooperstock, PO Charlebois - epierre.ca
... channels. How can composers take full advantage of such systems in **real time**? JeanMarc
Pelletier from the International Academy of Media Arts & Sciences attempts to ... **realtime**. ... thread
is spawned to **monitor** a given socket for new incoming messages. This thread will be ...
Related articles - View as HTML

[PDF] The Rehabilitation Gaming System   upf.edu [PDF]

SC Mónica, SB i BADIA, ED OLLER, PFMJ ... - specs.upf.edu
... Thus, the calibration task is well suited to evaluate and **monitor** the evolution of patients over ... These
results indicate that there is an arousal prior to a missed sphere **event** that could ... Therefore, it
would be possible to use this biofeedback information in **real time** to modify game ...
Related articles - View as HTML

Data Integration and Visualization for Crisis Applications

R Meisner, S Lang, E Jungert, A Almer, D Tiede, ... - Remote Sensing from ..., 2009 - Springer
... as a "computer network of many spatially distributed devices using sensors to **monitor** conditions
at ... To bring such **events** to their ends will require informa- tion often coming from a ... quality renderings
+ Highly adaptable via Scripts and Plug-ins + Export of **real-time** formats via ...
Related articles - All 2 versions

[PDF] Mobile Internet for the Multimedia Enterprise (MobIME)   psu.edu [PDF]

X Su, BS Prabhu, R Gadh - Citeseer
... X3D is an open 3D graphics standard based on XMLfor enabling **real-time** communication of
3D graphics across different applications. It can be used ... Fill Yes Yes No Transformation Yes Yes
Limited **Event** Yes Yes No ... group leader can use it to **monitor** progress of a project or ...
View as HTML - All 2 versions

Dynamic clock control circuit for graphics engine clock and memory clock and ...

O Khodorkovsky - US Patent 7,343,508, 2008 - Google Patents
... a TV tuner is providing a video **signal** to the video capture engine, the video **signal** should be
processed in **real time** to facilitate display in **real time**. ... standby/ suspend mode, as activated through
a graphic user interface, software controlled timer, switch or other trigger **event**. ...
All 2 versions

Dynamic clock control circuit and method
M Bounitch - US Patent App. 10/902,344, 2004 - Google Patents
... For example, video capture operations and gaming applications operate in **real- time** on a ... for
generating a corresponding graphics engine clock **signal**, other than the memory clock **signal**. ...
through a graphic user interface, software controlled timer, switch or other trigger **event**. ...
All 2 versions

A collaborative driving system based on multiagent modelling and simulations
ulaval.ca [PDF]
S Halle, B Chaib-draa - Transportation Research Part C, 2005 - Elsevier
... sensor model, used for high-level navigation, is a GPS, which gives **real-time** information on ... This
sub-layer schedules driving actions (in time or according to **events**) that are locally ... road-side
system composed of infrastructure equipments like sign boards, traffic **signals** and the ...
Cited by 28 - Related articles - All 5 versions

Bringing tabletop technologies to kindergarten children
J Marco, E Cerezo, S Baldassarri, E ... - Proceedings of the ..., 2009 - portal.acm.org
... is a **3D engine** for the management of virtual environments and virtual characters in **real time**. ...
child in understanding positive feedback to their action even when not looking at the **monitor**. ...
to facilitate the correspondence between the actions on the tabletop and the **events** in the ...

Dynamic clock control circuit and method
O Khodorkovsky - US Patent App. 11/928,111, 2007 - Google Patents
... a TV tuner is pro- viding a video **signal** to the video capture engine, the video **signal** should be
processed in **real time** to facilitate display in **real time**. ... standby/ suspend mode, as activated through
a graphic user interface, software controlled timer, switch or other trigger **event**. ...
All 8 versions

Collaborative driving system using teamwork for platoon formations
psu.edu [PDF]
S Halle, B Chaib-draa - Proceedings of AAMAS-04 Workshop on Agents ..., 2004 - Springer
... Traffic Control Layer (Road-side ITS equipment) Manners, rules, ethic Traffic **real-time** information ...
This sub-layer schedules driving actions (in time or accord- ing to **events**) that are locally executed
by sending "desired state" queries to the ... [**Monitor** task safety] [Merge Platoon] ...
Cited by 11 - Related articles - All 5 versions

Integration of a 3D rendering engine with a physics simulator
recercat.net [PDF]
A Montañola Lacort - 2009 - recercat.net
... of the state of a single shared physical world between a set of clients. **Real time**
protocols built over UDP are preferably used instead of those over ... the scene objects
and to react when an **event** happens. For example do some- ...
Related articles - View as HTML - All 3 versions

Graphic system comprising a pipelined graphic engine, pipelining method and ...
D Sirtori, DP Pau, P Gardella, M Barone, ... - US Patent App. 10/ ..., 2004 - Google Patents
... A motion compensation stage receives the interpo- lated frame **signal** from the motion encoder

stage, and the ... The 3D scene is displayed on a **monitor** by a bi- dimensional grid of pixels, each ...
[0073] The frame interpolation index NIF can be com- puted in **real time** by measuring ...
Related articles - All 4 versions

[PDF] A Java 3D Framework for Digital Television Set-top Box

Y Zhang - Unpublished masters thesis, Helsinki University of ..., 2003 - Citeseer
... memory, and a dedicated graphics card to process and render audio and video **signal** in **realtime**. ...
Real-time operating system: The operating system in a STB manages all the hardware ...
Event-driven model is wildly used in STB operating system design to fulfil the requirement ...
Cited by 2 - Related articles - View as HTML - All 3 versions

[PDF] Master of Architecture

I Regress - 2006 - cristianenova.net
... players needed to relate the digital **events** to real world experience. Wrap-around space ...
First-person viewing means that the view on the **monitor** is the view that the character in ... **time**
rendering creates highly realistic, polygon efficient models/objects/environments for gaming. ...
Related articles - View as HTML - All 5 versions

[PDF] Issues involved in **real-time** rendering of virtual environments

P Malhotra - 2002 - Citeseer
Page 1. Issues involved in **Real-Time** Rendering of Virtual Environments Priya Malhotra ... College
of Architecture and Urban Studies Blacksburg, Virginia Keywords: **Real-time** rendering, virtual
environments, photo-realism, optimization Copyright © 2002, Priya Malhotra Page 2. ...
Cited by 5 - Related articles - View as HTML - All 4 versions

[PDF] 3D Case Tool An interesting view on debugging

M Edvardsson - Citeseer
... A.1 **monitor**.erl ... ZEUS (2]) is constructed on the idea of \interesting **events**" that must be annotated
by the visualizer in the code ... I startedout with the idea that if possibleI should makethe visualizations
in **real-time**, ie when an process executes an instruction it shall also show in my ...
Related articles - View as HTML - All 4 versions

System and method of synchronizing multiple buffers for display

TA Dye, MX Cui, BA May... - US Patent 5,969,728, 1999 - Google Patents
... „ ,,. **engine** that renders the retrieved display lists. The display 40 Fl°" ? K.? slmPMed dlagram
of a Plu/allty °f reglsters logic preferably includes a display controller for converting Provlded
wlthm the graPhlcs Pr°cess°r °f FIG- 1; rendered data into video **signals** for a **monitor**. ...
Cited by 9 - Related articles - All 2 versions

GRAPHIC SYSTEM COMPRISING A PIPELINED GRAPHIC ENGINE, PIPELINING ...

M Barone - US Patent App. 11/746,849, 2007 - Google Patents
... A motion compensation stage receives the interpo- lated frame **signal** from the motion encoder
stage, and the full ... The 3D scene is displayed on a **monitor** by a bi- dimensional grid of pixels,
each ... On the basis of such instruc- tions, the **3D engine** 110 generates at its output fully ...

All 2 versions

[PDF] 128-BIT 3D MULTIMEDIA ACCELERATOR

B DIAGRAM, KEY FEATURES - ortodoxism.ro
... 11 3.4 **3D ENGINE** .... VIDHSYNC O Horizontal sync supplied to the display **monitor**. No buffering
is required. **Signal** I/O Description RED, GREEN, BLUE O RGB display **monitor** outputs. ...
Related articles - View as HTML - All 5 versions

Work area transform in a graphical user interface

DA Matthews, CW Stabb, K Vedbrat, MR ... - US Patent App. 10/ ..., 2004 - Google Patents
... **Real time**, hardware- based 3D acceleration is now available to consumers at reasonable cost. ...
of its characteristics set or changed in such a manner as to encode information in the **signal**. ... A
monitor 184 or other type of display device is also connected to the system bus 121 via ...
All 2 versions

System and method for dynamic assistance in software applications using behavior ...

P Lui, Z Kopytnik - US Patent App. 11/387,456, 2006 - Google Patents
... multitasking, mul- timedia subsystem for two dimensional (2D) and **real-time** three-dimensional
(3D ... **Event**" 2218 Parser \ Sequence Exception Resource Locator Dispatcher Handling /i 2209
i ^ 1 ... ISA Inspect Action L/OHGCuOn Header Normalize the Session **Monitor** Data Delete ...
Cited by 7 - Related articles - All 7 versions

[PDF] of Deliverable: Definition of the State of the Art

T Look - Computer Graphics, 1998 - lematch.org
... http://goautochart.com/) APS (Autochart Positioning System) is designed for racing **events**, such
as ... the 3D model and joint angle graphs to eg the coach in **real** - **time** for performance ... ARTtrack
(Advanced **Realtime** Tracking ART/Germany, http://www.ar - tracking.de/) ART offers a ...
Related articles - All 2 versions

[BOOK] Vintage Games: An Insider Look at the History of Grand Theft Auto, Super ...

B Loguidice, M Barton - 2009 - books.google.com
... 39 ChapterB Doom (1993): The First-Person Shooter Takes Control 51 Chapter 6 Dune II: The
Building of a Dynasty (1992): Spicing up Strategy in **Real Time** 65 Chapter ... Because this was
an early software-based **3D engine**, it does not move as quickly as gamers might expect. ...

[PDF] New Mexico State University Department of Computer Science

WH Winkler - Citeseer
... A script is typically triggered by **events** in the system, such as user interaction **signals**, timers,
collisions ... spatial model of interaction, including third parties, regions and abstractions; and multiple
users communicating via a combination of 3D graphics, **real-time** packet audio ...
View as HTML - All 2 versions

TATUS A Ubiquitous Computing Simulator

E O'Neill - 2004 - tara.tcd.ie

... UbiSim. 2.1.2 UbiSim Initially developed as QuakeSim the early goals were to produce context information in **real- time** using a semi-realistic environment. ... When a player enters a region of a map occupied by a trigger the associated **event** is activated eg a door is opened. ...

Cited by 3 - Related articles - View as HTML

[PDF] The Current State of Human-Level Artificial Intelligence in Computer ...   virginia.edu [PDF]

DE Sidran, J Kearney - Computer, 2004 - cs.virginia.edu

... 24 Pathfinding, Strategic, Tactical, and Terrain Analysis: A Look at Artificial Intelligence in **Real Time** Strategy Games. Fisher (2001) 26 ... 39 **Realtime** Initialization of Planning and Analysis Simulations Based on C4ISR System Data. Furness; Isensee; Fitzpatrick (2002) 40 ...

Cited by 3 - Related articles - View as HTML - All 2 versions

Selective Rendering for High-Fidelity Graphics for 3D Maps on Mobile Devices   utad.pt [PDF]

MEC Bessa - 2007 - repositorio.utad.pt

... intuitive interface. However, in order to manage the creation of 3D maps and ren- der them in **real time**, one needs to understand several different areas including the Human Visual System (HVS), computer graphics and mobile devices. This chapter ...

Related articles - View as HTML

[PDF] Information-intensive Automobiles, Today and Tomorrow   psu.edu [PDF]

H Kamio - Citeseer

... System Solutions • SoC Hard Disk Drive Controller R&D — Latest Technology • Video **Signal** Processing ICs ... LCDs, displays that can show maps big enough to see **real-time** traffic congestion ... performance displays can show the picture from a back-up **monitor** camera, helping ...

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[PDF] Distributed Vehicle Testing   psu.edu [PDF]

M Nybacka - Citeseer

... How can **real-time** vehicle dynamic simulation and use of **real-time** visualization support vehicle testing ... or "why" questions are being posed, when the investigator has little control over **events**, and when ... As well, study visits to test facilities to **monitor** the current test procedure will ...

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BATTERY-POWERED DEVICE WITH REDUCED POWER CONSUMPTION AND ...

A Balatsos, K O'neil, G Sadowski - US Patent App. 11/469,326, 2006 - Google Patents

... These triggering **events** may be useful for conserving battery power; however, each is reactive rather than ... The general purpose I/O 68, in turn may generate the power supply set **signal** 106 ... of several portions of the processor 15, such as the 2D engine 52, the **3D engine** 54, and ...

All 2 versions

[BOOK] Video games and interactive media: a glimpse at new digital entertainment

S Natkin - 2006 - books.google.com

... There have already been several attempts to use **real-time events** (sports, variety shows, and

even political **events**) broadcast through ... only practical relation that video games have with video
is in the nature of the **signal** transmitted between the con- sole and the **monitor**. ...
Cited by 13 - Related articles

Navigation and Control of an Autonomous Vehicle

IJ Schworer - 2005 - scholar.lib.vt.edu
... Not every **event** or situation can be planned for. ... Also, underwater vehicles are not able to receive
GPS **signals** once submerged and their methods of communication are ... Not only can one schedule
when Robomower mows the lawn, but Robomower will also **monitor** its battery ...
Cited by 4 - Related articles - View as HTML - All 2 versions

VIDEO DECODER WITH REDUCED POWER CONSUMPTION AND METHOD ...

G Sadowski, G Jacobs, P Chow - US Patent App. 11/469,335, 2006 - Google Patents
... These triggering **events** may be useful for conserving battery power; however, each is reactive
rather than ... The general purpose I/O 68, in turn may generate the power supply set **signal** 106 ...
of several portions of the processor 15, such as the 2D engine 52, the **3D engine** 54, and ...
All 2 versions

[PDF] An Approach to Simula Vehicles in Intense

M Cord, MC Figueiredo - paginas.fe.up.pt
... Although the **signal** returned is usually very weak, the **signal** can be amplified. ... Figure 2.12 -
Stanford's simulator replaying data from the Urban Challenge final **event** [26] 2.3.2.2 – Robotic
Simulators Comparison ... enough to allow **real-time** simulation of real applications. ...
Related articles - View as HTML

[PDF] VERY RAPID SOFTWARE-DESIGN PROTOTYPING WITH INTERACTIVE ...

P PAPADAKOS - csd.uch.gr
... 34 **Monitor**-based-orFish-tank . . . . and Cain [22] have utilized the cards for capturing the essential
aspects of organizational modelling. 2.1.2 Example of a CRC design Figure 2.2 shows the design
of the open source, scene flexible **3D engine** OGRE3 3D4. This CRC card ...
Related articles - View as HTML - All 3 versions

[PDF] Applications to Synthetic and Peripheral Vision Display Systems for Manned ...

BJ Poonawalla - 2007 - ohiolink.edu
... Aviation (GA). In the **event** of low visibility, maintenance of spatial awareness is a ... Figure 11: Sony
Video Camera Used to **Monitor** Pilot Eye Movements..............47 ... Inputs from these navigation
sensors are then processed by a QNX enabled **real time** processing ...
Related articles - View as HTML - All 5 versions

Live-Action Image Capture

S Morin, P Vimont - 2009 - freepatentsonline.com
... videogame player over the internet. In other aspects, using the position and orientation
to affect a **real-time** display comprises changing a first-person view on the videogame
player's **monitor**. In other aspects, using the position ...

[PDF] Subgames in Massively Multiplayer Online Games

MA Hawker - 2008 - gram.cs.mcgill.ca

... and organization of the Orbius gaming **event** which spawned the notion of subgames in Mammoth. ...
are not "efficient" enough for the **real-time** nature of modern computer games [22]. ... to be moving in
realtime, while in reality network messages are lagging slightly behind. ...
Cited by 1 - Related articles - View as HTML

Jim Blinr̈is Corner

D Pixels - Life - ieeexplore.ieee.org

... steps. Gamma The display hardware takes the 8-bit value and changes it into a
proportional voltage to send to the **monitor**. The voltage is V = 1/255. Life gets more
complicated when the **monitor** gets ahold of the voltage. The ...

[PDF] EndoView: a System for Fast Virtual Endoscopic Rendering and Registration

C und Algorithmen, D Wagner - Citeseer

... 3.2.1 Polhemus Fastrack and Stylus The Polhemus Fastrack allows a dynamic **real time** six
degree-of-freedom measurement ... In front of each eye is a tiny **monitor**. Because ... Since almost every
display system uses an RGB **signal**, this is the most common form of image output, ...
Related articles - View as HTML - All 2 versions

[PDF] Integration of Physical and Psychological Stress Factors into a VR-based ...

D Scherfgen - sozialversicherung.fh-bonn-rhein- ...

... The visualization is based on a well proven **3D engine** and features a flexible
rendering approach that ... 32 4.3.2 **Events** ..... 32 ... But unlike those, an interac- tive
simulator has to react to user inputs and respond in **real-time**. ...
Related articles - All 19 versions

[PDF] PlayPhysics: Emotional Games Learning Environment for Teaching Physics

KCM Esquivel, M Sc - infm.ulst.ac.uk

... In attaining this objective physiological **signals**, body language, facial gestures, prosodic and
acoustic ... of this research project proposal are, a representation of interaction **events** and a ... and
interaction through following the performance of the student in **real time**, using task ...
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... In current widget libraries, the mouse posi- tion is provided as a sequence of **events** expressing
delta ... non-WIMP is used by Jacob to refer to an interface rendered through the use of a **real-time**
3D engine. ... x 2 ,y 2 }. It should be a task of the widget library to **monitor** the value of ...
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T San Antonio - COMPUTER, 2001 - Citeseer
... randomly, or after specific **events**. The after- taste of such limitations is familiar to us all. REAL - TIMEINTERACTIVEGRAPHI CS Graphics: The Language of Interactive Storytelling August 2000 9 In last November's column, we looked at **real-time** interactive storytelling, and in ...
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H Hedegaarda, MR Dahla, K Grønbækb - Human Factors Engineering in ..., 2001 - v-chi.dk
... tool is detected by the camera and the 3D models are aligned accordingly in **real-time**. ... for easy develop- ment of complex prototypes Combining Director's strong **3D engine** with DART's ... metaphors for complex informa- tion space visualization: an ECG **monitor** object prototype. ...
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F Gaarder - folk.uio.no
... 1.1.1 Video Streaming Video streaming is a term used when transferring video in streams intended to be consumed in **real time**. You do not download a file containing video data, then watch it, ... transfered over the IP network like other Internet traffic. The television **signals** do then ...
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ncsu.edu [PDF]

Z Hasan - 2006 - lib.ncsu.edu
... Page 24. 15 engines produce **real-time** rendering often by using the OpenGL API (Application ... active), autostereoscopic displays, HMDs, binocular omni-orientation **monitor** (BOOM), CAVE and ImmersaDesk. ... 20 infrared **signal** to provide the correct viewpoint for each eye. ...
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SJ Mujumdar - 2004 - Citeseer
... Smart Home/Office: WSN along-with actuators can be used to constantly **monitor** ... particular **events**, while a simple ad hoc network's primary goal is just communication [2]. ... bandwidth, asymmetry of links and constantly changing **signal** strength, may make ...
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HF O'Neil, EL Baker, R Wainess, C Chen, R Mislevy, P ... - dtic.mil
... b 1 = reaction at training **event**, 2 = learning at training **event**, 3 = behavior change on the job, and 4 = institutional benefits. ... Page 22. 20 SHERLOCK (Katz & Lesgold, 1991) and multi-player

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HF O'Neil, R Mislevy, EL Baker, R Wainess, C Chen, P ... - 2004 - Storming Media
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S Rönnbäck - Citeseer
... RFID Radio Frequency IDentification RS232 Recommended Standard-232C RTAI **Real
Time** Application Interface is **realtime** kernel for Linux. ... "Children in wheelchairs often see
the disability as a temporary **event** and a recovery is expected" [74]. ...
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... C Physics and **3D Engine** Integration in BehBehBeh 121 ... **Real-time** human-computer interaction:
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in emotion (ie: information processing, support, executive, action, and **monitor**- ing ...
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... Task domain Problem solving in a high-school algebra course Expert performance can be
characterized as following a specific path for a given maze that ensures all pellets are eaten
without Pacman being eaten. Knowledge of the geographical locations of figures and **events**. ...
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A Faatz, M Goertz - 2008 - giove.isti.cnr.it
... Now, Felix has them ready whenever he anticipates that she might need them. When
they enter the room and approach the first bed, the A3 **monitor** at the foot of the bed
lights up and displays the "fever chart" of the patient. Actually ...
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US MANUAL - Citeseer
... Flat SMI 722 (8M) (EmCORE-i6327VL/S) Chipset: SMI Lynx3DM8 + SMI 722, 128-bit GUI **3D
Engine** Display Memory: 8MB on-die Display Type: CRT/ LVDS/ TTL CRT: 1280 x 1024 @
24-bit LCD Interface: TTL/LVDS 1024 x 768 @ 24-bit, TTL/LVDS 1280 x 1024 @ 16 bit TV-out ...
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ML Campus, PW Australia, WA Perth - scissec.scis.ecu.edu.au
... For example, within a chemical plant a DCS might simultaneously **monitor** the temperature of
a ... the rate at which reactants were mixed together, while performing **real time** process optimisation ...
installed or the firewall configuration or weak or unverified; • System **event** logs not ...
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S Hørup, D Mortensen - zpon.dk
... CHAPTER 2. PROBLEM ANALYSIS • State transition rules, which must be made to allow
transitions from one state to another • Input **events**, which triggers rules and state transitions ... This
weight can either inhibit or exhibit the **signal**, which again results in the connection 21 ...
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Dynamic interaction and feedback system
BP Wind - US Patent App. 10/114,064, 2002 - Google Patents
... Mouse, Joystick, Stylus, Space Ball, etc.) 3. Display Hardware (VR Device, Display **Monitor**, Touch
Screen ... Hard Copy Input'C)ne or more devices i **signal** fonn such a . System Buses ... Number of
consecutive times to play each production file on occurrence of the **event**, whether to ...
All 2 versions

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I Mediensysteme, T Fahmy - Citeseer
... Coin is a high-level 3D graphics toolkit for developing cross-platform **real-time** 3D visualization
and visual simulation software; Coin's properties and features are eg ... of computer screens by
opening the jalousie of my window (and forcing me to look out of my then **monitor**-lit room ...
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Binding interactive multichannel digital document system and authoring tool
TF Schneider, BY Liew, CGJ Yang - US Patent App. 11/825,946, 2007 - Google Patents
... The supplementary channel is configured to provide supplemen- tary content upon the occurrence
of an **event** during play- back of the document. ... Detect Playback **Event**? Pause Playback Stop
Playback Hot Spot Selection Channel Selection 642/ <^ In put Type? ...
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Å Grammeltvedt - 2006 - Citeseer
... This results in a wall-sized display with about the same resolution as a normal **monitor**. ... in addition
to just keeping all participants loaded with useful work, a game domain application also requires
low latency to allow **real time** operation. ... No central system for **event** scheduling or ...
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TF Schneider, BY Liew, CGJ Yang, JI ... - US Patent App. 10/ ..., 2003 - Google Patents
... 5 Page 7. Patent Application Publication Mar. 31,2005 Sheet 6 of 32 US 2005/0071736 AI 605
600 Play Multi- Channel Presentation Presentation Complete? Detect \ 630 Playback **Event**?
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[BOOK] Flash+ After Effects

C Jackson - 2008 - books.google.com
... After Effects also incorporates a **3D engine**, allowing animators to add depth to their backgrounds.
After Effects is an excellent tool to prepare your Flash animation for broadcast. ... These cue points
can also trigger other **events** or animations in the published Flash file. ...

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193 31 Installation view with **monitor** and keyboard. .... 194 ...
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... the concept of context is a continuum of physical and logical aspects that do not only involve

communication as an isolated **event** but also ... an explicit representation of the environment in which
agents are placed, and even a mechanism for the diffusion of **signals** in particular ver ...
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